

Lands of the Dead (LotD) Necropolis of Zandri (NoZ)

redesigned minimalistic strategy guide 2.0

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This document was created for friends and allies but can be useful for anyone.

Ninjagon



Due to “recent” RvR changes, this mini guide was significantly redesigned:

Basic info: [ROR WIKI](#)

Win condition: First faction that reaches **3000 victory points** (VP) will win the expedition to the NoZ.

Victory points: 1 VP for every kill in the NoZ zone

5 VP for each battle objective (BO) connected to your base, every 2 mints

10 VP for middle-left pyramid BO's, every 2 mints (!)

(The Temple of Ualatp and Reflecting Pool)

BO capture conditions: 6+ players, killed guards, 45sec capture time. You can see the timer now. If there is no timer yet, search (quickly) for rest NPC guards!

+add: You can now only capture objectives at most 2 steps away from a connected objective owned by your realm, or 2 steps from your warcamp. (!!!)

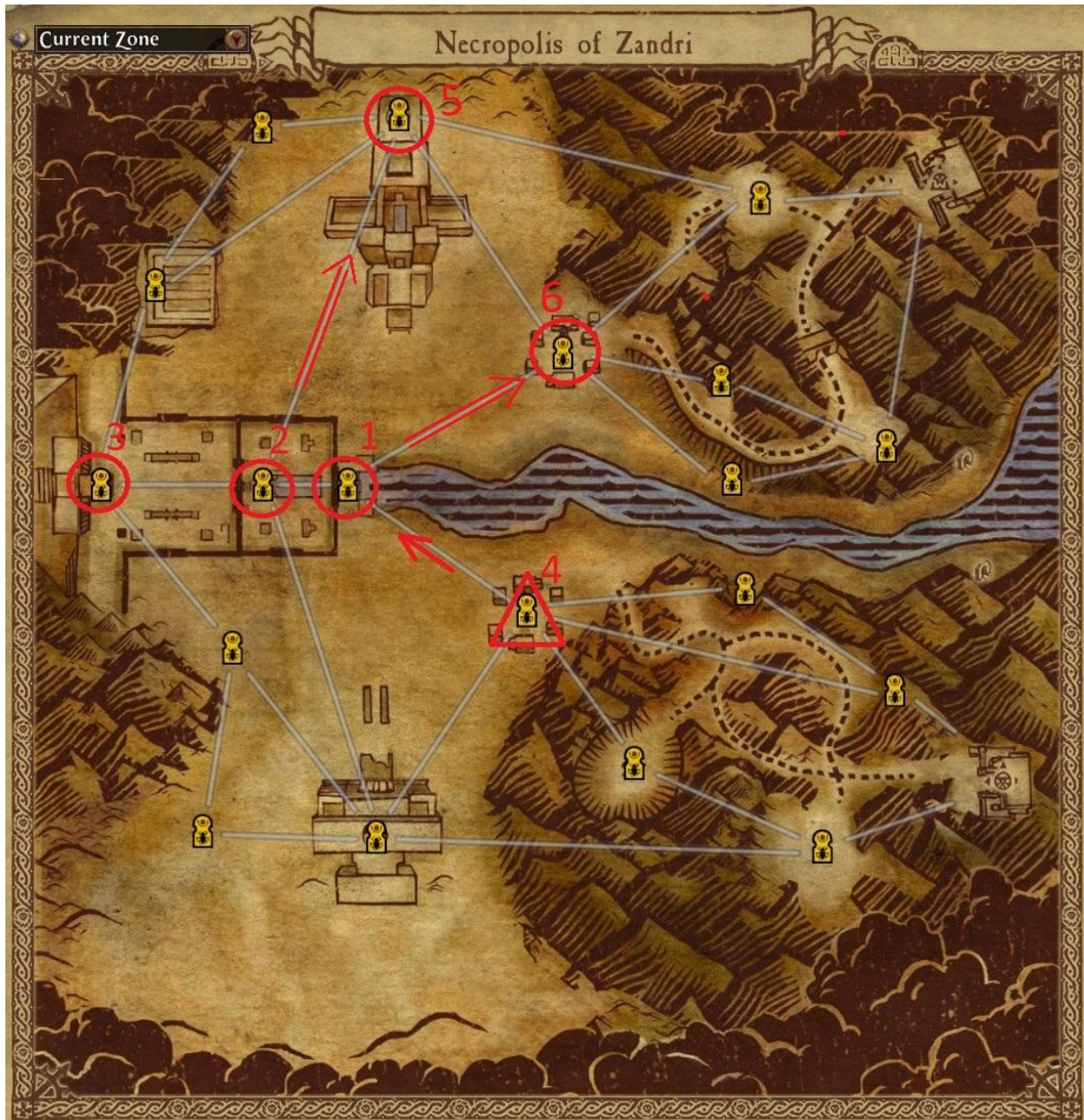
Mathematics: There are 8 BO's on each side of the poison river + 3 central pyramid BO's, which 2 of them gives double VPs. Let's say, that your faction has all BO's on your base side and all 3 central BO's, everything linked. That's $(8*5) + 5 + (2*10)$ VPs = **65 VPs** every 120 seconds!

Comparison: There are 192 vs 192 players. Can your whole faction in the zone constantly kill more than 65 enemies in 120 seconds? (While not being killed by the enemy?) No way!

So the priorities are: **Battle Objectives > fights > everything else**

Let's assume you know how the system works now.

General strategy - opening phase:



This strategy has been proven in battle and it just works: From the very start, spread and quickly take first 4 BO's, then ALL gather at 4. Then all together attack 1. You will need a maximum strength (mega blob) at "1" point, because that is the logical place, where the enemy (mega blob) will strike you first and if they don't, they are losing VP's. Win the big fight and quickly capture 1, 2 and 3. From that point you might want to attack the enemy side (north-half) of the map. To maintain the megablob could be difficult at this point, because there is always a tendency to split up. But the main force should attack 5 or 6. Do not wait, attack fast, and the "less organized" people will have less time to think about splitting (and the enemy will have less time to react - because from this point, they are defending and they **have to** react to you, otherwise, they should lose the war). Personally, I prefer 5, because you can easily funnel inside and fight (and win) against stronger opponents. If you have 5, you can stop a bit and defend (which means you are buying the precious time for your faction to generate VP's from your BO's). They will 99% come for you. But at some point, they can avoid you and cap 1 (and 2, 3,...). So watch the map and if the 1 is under attack, you have to react! Remember: Linked BO's > fights! Try to fight on the enemy side of the map and you will probably win.

Domination:



This scenario is **pretty unrealistic**, but we have already seen it in real battle (but sadly from Destruction more often). The conditions assume that your faction has the upper hand in most of the fights. That you have enough power to push the enemy way back and cap most of the BO's. To secure a certain victory, your main forces should capture the key BO (marked as triangle) at the enemy side of the map. There you can set up a blockade (marked as "X") on the main enemy route. Expect heavy (and potentially fun) fights here. Every second there, your faction is closer to the very fast victory. Of course, some organized forces can probably avoid your position and try to attack (probably Y). Deal with them or ignore them (depends on your actual situation). Yes, you can even try to push the enemy all the way back and camp their base. Good luck with that :-).

When the things turn wrong ... (and they will)



Let's assume that you tried other strategies above but for whatever reason, your opponent is stronger or faster, or just better than you. You can still turn the tide of the whole war (if it's not too late), but **it will be difficult**. First priority is to recapture four BO's closest to your warcamp: 1-4. If you manage that, you will need to gather your forces (=probably blob again) and retake 5 (more important) and then 6 (less but still important BO). From that point, you can continue with the general strategy described above. Remember again: **Linked BO's > fights!**

Important note: No matter how the war goes, always watch the map. If the enemy is capping more BO's than you, you have to REACT, or you will lose too many VP's and the whole war. Don't rely on PUGs and designate special "cap" forces to quickly recap your BO's back.

Additional tips:

- Do not slack at the beginning. **Time is the key!**
- If you have to wait for someone or something, **wait at BO's**.
- You can set up a really good defense inside the central pyramid or walls, just funnel the entrance like at the bottom of the keep.
- **Poison river** gives 2500 damage per tick now (more than lava 1500!) While it is still possible to cross the river and attack surprisingly, this process is time - consuming and you will (probably) need 3 or more healers for that.
- Undead Tomb Lord forces give some renown (but not worth the effort).
- Walls by the pyramid have holes. You can sneak a whole warbands there.
- BO "securing" timers are no longer hidden, if there is no timer that means there is a PvE mob somewhere around the BO (might not be on the BO itself) OR it's the Pit BO and it can bugged out
- It is better to intercept the PvE patrols that recapture points than to recapture the points once they have gone neutral again. Default BO guards consist of at least 1 lvl 46 lord that takes time to kill, while the recapture patrols are around 12 champs only
- Fight the BO guards ON the BO, or they will keep spawning (lord too)
- The general strategy works good, but depends on zerg power.
- Added a **diminishing rations debuff** when there's more than 24 players close to each other. It reduces outgoing damage and healing and slowly scales up to -50%. With 48 players in same spot the debuff is -12%. This debuff is mostly ignored and not working as intended.
- After wipe, quickly use **The Mirror of Infinity**: With this mirror you can teleport to any connected and uncontested objective your realm owns. You can be back in a few seconds!
- Every expedition can be different. Improvise, adapt, overcome

Good luck and good hunt!

Ninjab from Retribution

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Gretzko from CNTK

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Graffer from Gimle